



Screen pictures shown
may be different machine
versions of game.



For thrills, spills and skidz, ride with the BMX Kidz!
Nervosität, stürze, quietschende Bremsen! radeln sie mit den
BMX-Kidz!
Pour frissons, chutes et dérapages assurés, zéro le BMX Kidz,
il faut rouler!
Para una carrera emocionante y llena de sorpresas come con el
chico BMX!!!
Per i brividi, i caprioli e gli slittamenti andate in moto con i BMX Kidz!
Voor opwinding, tuimelpartijen en glijpartijen, rij met de BMX Kidz!
For spænding, skridning og skidz,
kør med BMX Kidz!



CBM
64/128

SILVER 199 RANGE

COMMODORE 64/128

BMX Kidz

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* Correct at time of printing

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BMX KIDZ

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LOADING

COMMODORE 64 OWNERS

1. Connect the cassette unit to your Commodore according to the User Manual.
2. Place the rewound cassette into the cassette unit, and press PLAY.
3. Press RUN/STOP and SHIFT simultaneously on your Commodore.

COMMODORE 128 OWNERS

1. Switch OFF your Commodore 128, and switch it back on whilst holding down the COMMODORE key.
2. Now follow the instructions for Commodore 64 owners above.

NOTE: Full loading instructions can be found in your Commodore Manual.

PLAYING THE GAME

Insert a joystick into either Port of your Commodore 64. Press FIRE to leave the title page. If you wish to skip the TRACK INFORMATION press FIRE again.

Controls for when your bike is on the track:

JOYSTICK RIGHT:	ACCELERATE
JOYSTICK LEFT:	DECCELERATE
JOYSTICK UP:	MOVE BIKE LEFT (UP THE SCREEN)
JOYSTICK DOWN:	MOVE BIKE RIGHT (DOWN THE SCREEN)
FIRE:	PULL A WHEELIE (RELEASE FIRE TO STOP WHEELIE)

NOTE: POPPING WHEELIES WHEN ON A RAMP WILL CAUSE THE BIKE TO JUMP

Controls for when your bike is in mid air:

JOYSTICK LEFT/RIGHT:	ADJUST ANGLE OF BIKE IN AIR
FIRE:	PERFORM A STUNT (EXTRA SKILL POINTS AWARDED)

Controls at any time:

R/S:	PAUSE GAME
Q:	QUIT TO TITLE PAGE
R:	RESTART AFTER PAUSE

PLAYING HINTS: Collect cans of fizzy pop for energy. Collect bouncing wheels for spoke points. If you run out of either you'll come a cropper!

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